

C47 COUP DE GRÂCE

MEDIUM / 6 ZOMBIVORS / 150 MINUTES

A Mission by Michael Baxter

This is a raid gone bad. Really bad. Can't blame the zombies this time, though. Maybe pressure? Post-apocalyptic stress? Whatever. One of them broke down, went mad, and climbed up an observation tower to shoot everyone, zombie or not. Now, his former fellows are wounded and locked in a building nearby. They need rescued before zombies, thirst, or the madman kills them. I'm sure they don't expect zombivors to be the rescue squad!

Material needed: Season2: Prison Outbreak, Toxic City Mall.
 Tiles needed: 1P, 2M, 5P, 8M, 9P & 12P.

OBJECTIVES

Just be zombie heroes. Here is how.

- 1 – Rescue the poor guys (the wounded ones).** They are indicated by great red "X"s. Take both red Objectives.
- 2 – End the pain of the other poor guy (the mad one).** Remove the four Noise tokens in the Observation Tower's Zone.
- 3 – Back to civilization. Or what's left of it.** Reach the Exit Zone with all Zombivors. Any Zombivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

- **Undead saviors.** For this Mission, it is recommended that all players use Zombivors from the very beginning.
- **The guys to rescue.** Place a blue, a green, a yellow, and two red Objectives randomly, face down, in the Zones indicated on the map. Find both red Objectives to fulfill the first part of this Mission. Each Objective gives 5 experience points to the Survivor who takes it.



Player starting area	Madman's wound counters
Observation tower	Observation tower
Doors	Torn barbwire
Hippiemobile	Someone to rescue? (5 XP)
Spawn Zones	Zones the madman shoots at
Barricade	Switches
Exit Zone	Exit Zone

• **Kill the mad man.** He is in the Observation tower, represented by the four Noise tokens. These tokens count as Wound tokens for the madman and aren't removed as usual. The Observation tower's Zone can be targeted by attacks. Each Damage inflicted removes one Noise token (a Molotov attack removes them all at once). The madman is eliminated when the last Noise token is removed, and the second part of the mission is fulfilled.

• **Or be killed by him.** At the end of each Zombies' Phase, until he's eliminated, the madman makes simultaneous Ranged attacks against all indicated Zones on the map. Each of the four attacks is considered silent and has the following characteristics:



• **Switches.** Activate the purple Switch to open the purple prison main entry door. Activate the white Switch to open all white cell doors. Activating a Switch for the first time gives 5 experience points to the Survivor who activates it.



• **Alarms. Everywhere!** When the blue, green or yellow Objective is taken, the corresponding Spawn Zone activates.

• **Out of fuel.** The Hippemobile can't be driven but can be Searched once. It contains either Pa's Gun or a pair of Gunblades.

